

Amendments to the Claims:

The following listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) An information supply system for a multi-player game comprising:

information generation means which generates information used to perform the multi-player game at a predetermined terminal device, wherein variations in a story are based on a selection input by a player;

supply means which supplies the generated information to the terminal device;

and

acquisition means which acquires the selection input ~~information input~~ by ~~a~~ the player through the terminal device,

wherein the multi-player game is an individual selection input type of game wherein different responses are output in correspondence to selection inputs;

wherein the information generation means generates:

first game information allowing a first selection input by a first player when ~~an~~ a first event requiring a first selection input by the first player occurs in the game, the first game information based on a first selection authority flag indicating that the first player has selection authority;

first response information corresponding to ~~a~~ the first selection input by the first player acquired by the acquisition means based on a first response completed flag indicating that the first selection input is completed;

second game information allowing a second selection input by a second player when ~~an~~ a second event requiring a second selection input by the second player occurs in the game, the second game information based on a second selection authority flag indicating that the second player has selection authority; and

second response information corresponding to ~~a~~ the second selection input by the second player acquired by the acquisition means based on a second response completed flag indicating that the second selection input is completed; and

wherein the supply means supplies:

the first game information to a first terminal device operated by the first player;

the second game information to a second terminal device operated by the second player; and

the first and second response information to the first and second terminal devices of the first and second players, respectively.

2. (Currently Amended) The information supply system as defined in claim 1, wherein the information generation means causes the generation of ~~an~~ the first and second events requiring ~~a~~ the first and second selection inputs by the first and second players, respectively, based on the game situation.

3. (Currently Amended) The information supply system as defined in claim 1, further comprising:

mail generation means which generates notice information notifying receipt of ~~a~~ the first or second selection input in electronic mail format, when the acquisition means acquires ~~a~~ the first or second selection input by the first or second player, respectively,

wherein the supply means supplies the generated notice information as electronic mail to the terminal device operated by the second player or first player, respectively.

4. (Currently Amended) The information supply system as defined in claim 1, wherein the acquisition means acquires personal information including identification information of ~~a~~ the player and a captured image of ~~a~~ the player, through a personal information input device having input means and capturing means; and

wherein the information generation means uses the acquired personal information to generate the information to be used to perform the multi-player game.

5. (Currently Amended) An information supply system for a multi-player game comprising:

information generation means which generates information used to perform the multi-player game at a predetermined terminal device based on a selection input by a player;

supply means which supplies the generated information to the terminal device; and

acquisition means which acquires the selection input ~~information input~~ by ~~a~~ the player through the terminal device,

wherein the multi-player game is a simultaneous selection input type of game wherein different responses are output in correspondence to selection inputs;

wherein the information generation means generates:

game information allowing the selection inputs by first and second players when a predetermined event requiring a the selection input occurs in the game; and

response information corresponding to the selection inputs by the first and second players acquired by the acquisition means; and

wherein the supply means supplies the game information and response information to first and second terminal devices operated by the first and second players, respectively,

wherein the information generating means automatically provides a default selection input after a predetermined time has elapsed without the selection inputs by the first and second players.

6. (Currently Amended) The information supply system as defined in claim 5, further comprising:

determination means which automatically determines a content of a the selection input when the acquisition means has not acquired any selection input information from a the first or second player within a predetermined time,

wherein the information generation means uses a the selection input having a content determined by the determination means to generate the information used to perform the multi-player game.

7. (Currently Amended) The information supply system as defined in claim 6,

wherein the determination means determines a the content of a selection input for at least one of the first and second players at random, or by a lottery, or based on any one of the a selection input order, time elapsed in a the selection input, a time at which a the selection input is done, a game score, the state of game progress, and a region to which the first or second player belongs.

8. (Currently Amended) A program embodied on an information storage medium or in a carrier wave, and used to supply information that is used to perform a multi-player game at a predetermined terminal device, wherein variations in a story are based on a selection input by a player, the program implementing in a computer:

information generation means which generates the information used to perform the multi-player game;

supply means which supplies the generated information to the terminal device;
and

acquisition means which acquires the selection input ~~information input by a~~
the player through the terminal device,

wherein the multi-player game is an individual selection input type of game wherein different responses are output in correspondence to selection inputs;

wherein the information generation means generates:

first game information allowing a first selection input by a first player when ~~an~~ a first event requiring a the first selection input by the first player occurs in the game, the first game information based on a first selection authority flag indicating that the first player has selection authority;

first response information corresponding to ~~a the first~~ the first selection input by the first player acquired by the acquisition means based on a first response completed flag indicating that the first selection input is completed;

second game information allowing a second selection input by a second player when ~~an~~ a second event requiring a the second selection input by the second player occurs in the game, the second game information based on a second selection authority flag indicating that the second player has selection authority; and

second response information corresponding to ~~a the second~~ the second selection input by the second player acquired by the acquisition means based on a second response completed flag indicating that the second selection input is completed; and

wherein the supply means supplies:

the first game information to a terminal device operated by the first player;

the second game information to a terminal device operated by the second player; and

the first and second response information to the first and second terminal devices of the first and second players, respectively.

9. (Currently Amended) The program as defined in claim 8,

wherein the information generation means causes the generation of ~~an the first~~ and second events requiring a the first and second selection inputs by the first and second players, respectively, based on the game situation.

10. (Currently Amended) The program as defined in claim 8, further implementing in ~~a the~~ the computer:

mail generation means which generates notice information notifying receipt of ~~a the first or second~~ the first or second selection input in electronic mail format, when the acquisition means acquires ~~a the first or second~~ the first or second selection input by the first or second player, respectively,

wherein the supply means supplies the generated notice information as electronic mail to the terminal device operated by the second or first player, respectively.

11. (Currently Amended) The program as defined in claim 8,
wherein the acquisition means acquires personal information including
identification information of ~~a~~ the player and a captured image of ~~a~~ the player, through a
personal information input device having input means and capturing means; and
wherein the information generation means uses the acquired personal
information to generate the information to be used to perform the multi-player game.

12. (Currently Amended) A program embodied on an information storage
medium or in a carrier wave, and used to supply information that is used to perform a multi-
player game at a predetermined terminal device based on a selection input by a player, the
program implementing in a computer:

information generation means which generates the information used to
perform the multi-player game;

supply means which supplies the generated information to the terminal device;
and

acquisition means which acquires the selection input ~~information input~~ by ~~a~~ the
the player through the terminal device,

wherein the multi-player game is a simultaneous selection input type of game
wherein different responses are output in correspondence to selection inputs;

wherein the information generation means generates:

game information allowing the selection inputs by first and second players
when a predetermined event requiring ~~a~~ the selection input occurs in the game; and

response information corresponding to the selection inputs by the first and
second players acquired by the acquisition means; and

wherein the supply means supplies the game information and response
information to first and second terminal devices operated by the first and second players,
respectively.

wherein the information generating means automatically provides a default
selection input after a predetermined time has elapsed without the selection inputs by the first
and second players.

13. (Currently Amended) The program as defined in claim 12, further
implementing in ~~a~~ the computer:

determination means which automatically determines a content of ~~a~~ the
selection input when the acquisition means has not acquired any selection input information
from ~~a~~ the player within a predetermined time,

wherein the information generation means uses ~~a~~ the selection input having ~~a~~ the content determined by the determination means to generate the information used to perform the multi-player game.

14. (Currently Amended) The program as defined in claim 13,

wherein the determination means determines ~~a~~ the content of ~~a~~ the selection input for at least one of the first and second players at random, or by a lottery, or based on any one of ~~the~~ a selection input order, time elapsed in ~~a~~ the selection input, a time at which ~~a~~ the selection input is done, a game score, the state of game progress, and a region to which the first or second player belongs.